The 4th FIDE World Cup in Composing

Section H – Retros and Proofgames

Final award by

Michel Caillaud

MMXV

Participants

H01	O. Lysjanyi (UKR)	H10	M. Parrinello (ITA)
H02	S. Baier (GER)	H11	V. Crisan (ROU)
H03	D. Novomesky (SVK)	H12	M. Grushko (ISR)
H04	N. Dupont (FRA)	H13	H. Grudzinski (POL)
H05	L. Packa (SVK)	H14	E. Rosner (USA)
H06	P. Rãican (ROU)	H15	C. Pacurar (CAN)
H07	K. Wenda (AUS)	H16	R. Martsvalashvili (GEO)
H08	J. Crusats (ESP)	H17	Y. Ben-Zvi (ISR)
H09	P. Olin (FIN)	H18	A. Oganesjan (RUS)

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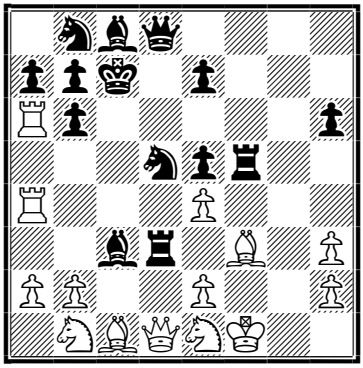
18 problems were sent to me by director Aleksey Oganesjan in anonymous form. 6 of them were cooked (H03, H06, H07, H12, H13, H14), which is a high proportion. Cooks were communicated to the composers by the director.

I also eliminated the following entries:

- H01. Promoted piece on diagram has to be justified by strong or original content (see 2nd Prize);
- H09. Proofgame from A to B has potential to show ideas that cannot been shown in the more restrictive proofgame genre. So, it should be used to show "difficult" ideas. Here I find the content too light;
- H16. Illegal castling has been done many times. With so light a retro content, solution has to show something special for a problem to find its place in an award;
- H18. Zeroposition has to be justified by strong or original content. Moreover, most of pieces on diagram are useful only in a) twin.

Usually a retro judge has to ponder between diffent kinds of retros (classical retros, proofgames, retractors...) in order to produce a "balanced" award. But here, among the surviving entries, only 2 problems display ambitious and outstanding ideas. As both belong to the proofgame genre, this produces an "unbalanced" award.

1st Prize – The Cup winner
SILVIO BAIER
Germany



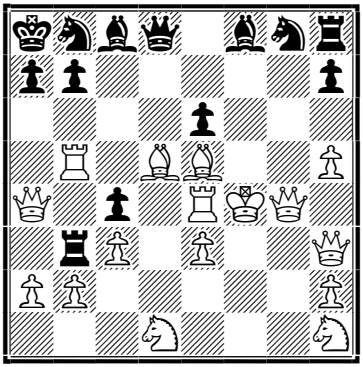
PG in 32.5 C? 14+14

1.♘f3 d5 2.♖g1 ♙h3 3.g:h3 d4 4.♖g6 d3 5.♖a6 g5 6.c4 g4 7.c5 g3 8.c6 g2 9.♕a4 g1♙ 10.♙g2 ♙g7 11.♔f1 ♙c3 12.♘e1 ♘f6 13.f4 ♙e3 14.d:e3 d2 15.e4 d1♙ 16.♙e3 ♙b3 17.♙b6 c:b6 18.c7+ ♘c6 19.c8♙ ♕c7 20.♙e6 f:e6 21.♘a3 0-0-0 22.♖d1 e5 23.♖d4 ♙e6 24.♕d1 ♘b8 25.♖da4 ♖d3 26.f5 ♘d5 27.f6 ♕d8 28.f7 ♔c7 29.f8♙ ♙c8 30.♙h6 ♖f8+ 31.♙f3 ♖f5 32.♙c1 h6 (C+, author) **33.♘b1.**

An impressive content with each side displaying a Pronkin Bishop, a Ceriani-Frolkin Bishop, a switchback by Queen and a switchback by Knight. Such "Proofgames of the Future" have been worked in particular by Silvio Baier who already produced many combinations with different Pronkin and Ceriani-Frolkin nature of pieces (see for example yacpdb/383889). Here, the

promotions are of the same nature, there are TWO switchbacks very precisely ingeneered AND the thematical elements are not just put side by side: the play is unified by the motivation of getting out the Queen Rooks with strong echo between white and black play. A clear winner!

2nd Prize
NICOLAS DUPONT
France



PG in 35.0 C? 16+13

1.d4 c5 2.d5 ♘c6 3.d:c6 d5 4.c7 ♙g4 5.c8♕ ♙h5 6.♕h3 e6 7.f4 ♕e7 8.f5 0-0-0 9.f6 ♔b8 10.f:e7 f5 11.g4 f4 12.g:h5 f3 13.♙f4+ ♔a8 14.e3 f2+ 15.♔e2 d4 16.♔f3 d3 17.♘e2 d2 18.♖g1 ♖d3 19.♖g5 ♖b3 20.♙g2 f1♙ 21.♘g3 ♙b5 22.♘h1 ♙d7 23.e8♕+ ♙c8 24.♕a4 c4 25.♖b5 g5 26.♙e5 g4+ 27.♔f4 g3 28.♕dg4 d1♕ 29.♘c3 ♕d8 30.♙d5 g2 31.♖d1 g1♘ 32.♖d4 ♘f3 33.♖e4 ♘d4 34.♘d1 (C+, author) **34...♘c6 35.c3 ♘b8.**

Ambitious composers who want to produce top problems can look for inspiration in the article by Nicolas Dupont in feenschach 207: "A compilation of some fascinating open problems in the Proof Game genre". Obviously, that was here composer's approach with a gap filled in the economical Pronkin field (economical Pronkin means that the number of Pronkin pieces is equal to the number of missing pieces on the diagram). The missing combination is here Q,B,S.

A strong technical achievement where promoted pieces on diagram were needed.

The question is: can it be done without promoted pieces on diagram? Of course, to downgrade this problem, one have to prove it, which I didn't do. For some other combinations, a more conventional form was possible (see for example pdb/P1084245).

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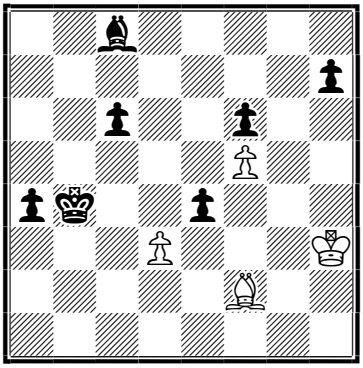
1st Honourable Mention
VLAICU CRIȘAN
Romania

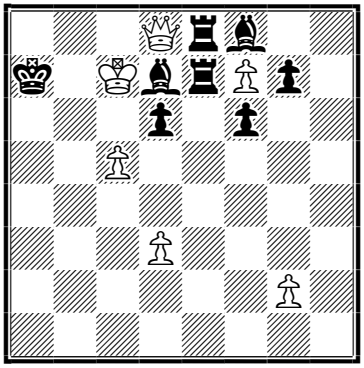


–8 & s#1 Circe Assassin 4+7
Proca C?
Retractor

1.♔g2:♙h3(♙h7, –w♙h7) h4-h3+ 2.g6:♗h7(♗c8, –b♗c8) ♗g8-h7+ 3.g5-g6 f7-f6+ 4.♔f3-g2 e5-e4+ 5.♔e2:♙f3(♙f7, –b♙f7) f4-f3+ 6.♔d1:♗e2(♗c8, –b♗c8) ♗f1-e2+ 7.♗b6:♙f2(♙f7, –w♕f7) ♗h7-g8+ 8.♕a2:♗f7(♗c8, –b♘c8) &
1.♕b2+ ♗b3#

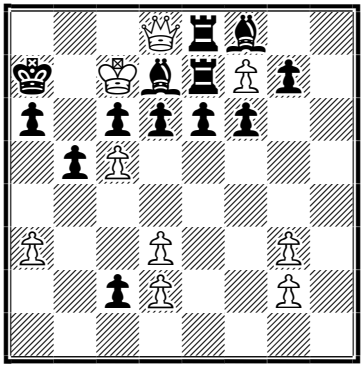
Circe Assassin already proved to be handable for Proca-Retractor and providing spectacular effects (see for example pdb/P1106506). H11 belongs to this streak with a fine solution, but brings nothing really new.

2nd Honourable Mention
JOAQUIM CRUSATS
Spain



Add white pawns in dark squares and black pawns in light squares, then #1 C? 6+8

The stipulation prevents using a black ♙b6 or a white ♙b7; moreover, black cannot be proved to be on the move so as to mate white. There has to be mate en passant. Add white ♙a3, ♙d2, ♙g3 and black ♙a6, ♙b5, ♙c2, ♙c6, ♙e6 to reach the following:



Now **1.c:b6 e. p. #!**

Retract: **1...b7-b5 2.b:♘c5 ♘a4-c5 3.♕c8-d8 ♘b6-a4 4.♕d8-c8 ♘c8-d6 5.a2-a3** (the only tempo move available: 5...b3-b4? leaves the w♖a1 outside the cage created by the w♗f1 and w♙c2; 5.h3:Xg4? leaves the w♖h1 outside the cage created by the w♗f1) **5...♔a8-a7 6.♔b6-c7 ♘a7-c8+ 7.♕c7-d8+** and the position unfolds.

1...b7-b6? A tempo is wasted and this leads to pure retro-oppostion or retrostalemate: 2.♕c8-d8 ♖d8-e8 3.a2-a3 ♖e8-e7 4.c4-c5 ♗e7-f8 (4...e:♗f6? but the b♖h8 is trapped inside the NW-cage) 5.c3-c4 ♖~-f8 retro-stalemate (6.b7:Xc8=♕? illegal).

The most elaborated classical retro. The overloaded stipulation is not quite convincing (no tries) and the analysis is not quite original (see yacpdb/303089). However a nice puzzle.

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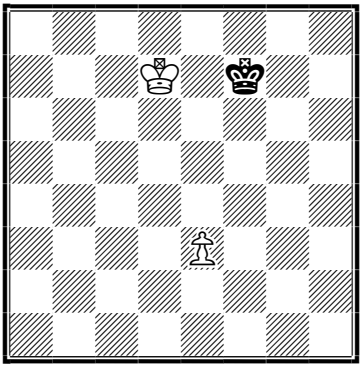
3rd Honourable Mention
CORNEL PACURAR
Canada



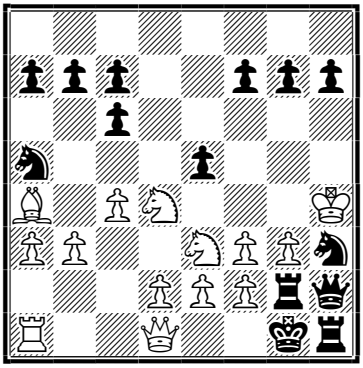
–4w & !=1 2 solutions 2+1
C?

-1.♔d6:♘d7 -2.♔d5:♘d6 -3.♔d4:♘d5 -4.d2:♘e3 & 1.d2-d3 !=

-1.♔d6:♗d7 -2.♔e5:♖d6 -3.♔e4:♗e5 -4.♔d5:♖e4 & 1.♔d5-c5 !=

A lovely Wenigsteiner with two "every move is uncapture" sequences.

1st Commendation
YOAV BEN-ZVI
Israel



A, B (see text) b) ♙e5<->♘d4 C? 14+14

A – Black's First and Last capture: on which square did the capture occur, where did the captured piece originate and what type was the capturing piece?

B – Which pieces must have had their origin square occupied by a different piece of the same type (2 pieces)?

Missing white pieces: ♖ and black-squared ♗. Missing ♖ was captured by d7:♖c6 (white square).

Missing black pieces: ♗♗ captured by g2:♗f3 (white square) and h2x♗g3 (black square).

Last move was ♘f1-e3# and move before e6-e5 in a) and d5-d4 in b).

Key to the unlocking is that white-squared ♗ must go back on c8 before d7:♖c6 is retracted; that implies that ♗a4 must first go back to f1 in order that g2:♗f3 releasing ♗c8 is retracted. White ♙b3 and ♙c4 are obstacles on the way from a4 to f1, so one of them has to be retracted.

a) Black ♙e6 prevents ♗f3 to go back on c8; first black-squared ♗ has to go back on f8 in order e7-e6 is retracted. This Bishop is uncaptured by h2:g3. ♗f1, g2:f3 and h2:g3 are preceding (in retroplay) d7:♖c6. Uncaptured ♖c6 cannot then go back to h1. ♖a1 on diagram is thus original ♖h1. b2-b3 has to be retracted (c3-c4? and ♖c6 cannot go back to a1); when ♖c6 retracts to a1, c1 must be free.

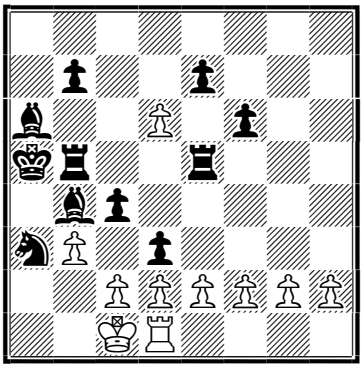
Hence ♘:♗c1 occured before d7:♖c6 (answer to question A). Diagram ♖a1 and h1 occupied original square of Rh1 (answer to question B).

b) Original ♗c1 was captured by e7:♗d6, so b2-b3? cannot be immediately retracted, so c~-c4 has to be and diagram ♖a1 is original ♖a1. The retraction goes thus: c3-c4; ♔g1 to e1! (♔ cannot stay to g1 as then it cannot go out of white camp). So, answer to question B is black ♔ and diagram ♖h1 (this last as in a); ♗a4 to f1; g2:♗f3; (♖ to a8); ♗f3 to c8; d7:♖c6; ♖c6 to h1; h2:♗g3; (♕h2 to d8; ♔e1 to e8; ♖ to h8); e7:♗d6; so answer to question A is e7:♗d6 occurred before d7:♖c6.

Nature of ♖ captured on c6 is different: original ♖a1 in a), original ♖h1 in b).

The retro content is satisfying though not very original (reminiscent of Raymond Smullyan's works) and the heavy stipulation is not successful: for example, part of answer to B is same in both twins.

2nd Commendation
LADISLAV PACKA
Slovakia

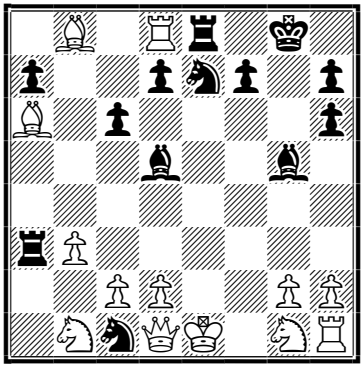


–3 & #1 C? 10+11
Defensive Retractor,
Type Proca

1.c5:d6 e. p. ! d7-d5 2.0-0-0! zz 2...e4:♘d3 3.♘b2-d3 & 1.♘b2:c4# 2...e4:♕d3 3.♕c3-d3 & 1.♖a1:a3#. Otherwise white would have no last move. The move 2…g7:f6 is illegal because of the lacking ♙f8. After the key it is also clear that ♙a6 is promoted by ♙a7 and for its promotion one capture (a2:b1=♗) is necessary.

Valladao task in Proca Retractor with standard motivations.

3rd Commendation
MARIO PARRINELLO
Italy



PG in 16.5 C+ 13+13

1.f4 ♘c6 2.f5 ♘d4 3.f6 ♘:e2 4. f:e7 ♘:c1 5. e:d8♗ ♗e7 6.a4 ♗g5 7. a5 ♘e7 8.a6 0-0 9.a:b7 ♖e8 10.b8♖ ♗b7 11.♖a6 ♗d5 12.♖h6 c6 13.♗c7 g:h6 14.♖d8 ♖b8 15.♗a6 ♖b3 16.♗b8 ♖a3 17.b3.

Exchange of promoted pieces in a Proofgame. This was worked intensively by Reto Aschwanden in a serie of problems (see for example pdb/P1013115) where the promoted pieces were captured (Ceriani-Frolkin), which is technically and artistically more interesting. But in these problems, there was no intermediate position where the pieces stand on their "exchanged places" like in H10.

Michel Caillaud
01-04-2015